

NOTE: Throughout, the page number reflects the page number at the top of the page; the document includes three additional pages before page 1 begins.

The Seed Sounds are the source of their powers and are created with their multiple vocal folds. They are numbered and have specific attributes; so far, Seeds 41 and 26 have been specifically introduced. Windshear is an advanced technique that requires multiple Seed sounds.

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Windshear is a site-specific, rapid-conjuration, impact absorbing shield, created by layering two complicated Seed Sounds, subvocally... no big deal, right? We will start with Seed 41, the seed of haste and accumulation. Upper register, just north of audible range.

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Atonals, in Seed 26 please. The seed of discord.

They also have several different jobs/groups within the military, perhaps due to training but also perhaps due to natural skill/ability. Most people seem creeped out by the Necros.

p. 14 (17/50)

Blasters blast, clear ground with dangerous weather, Fixers fix people, keep 'em alive, Knowers see around corners, they know where to be, what to do and when to do it. Necros... well, we just happen to channel the power of death itself.

They can also "link in" to each other through Farspeech (p. 37). The use of this term makes it sound like they have the ability to communicate over a distance by linking with another witch (kind of like an earpiece or long-distance walkie-talkie through magic).